

Salute

Materials – Deck of cards

2 players and 1 dealer/judge

Object: to determine the missing factor before the other player. The player with the most cards wins.

In the beginning, use only part of the deck; the twenty cards A–5 (standing for numbers 1–5) Remove all the others (6–K or for the number standing for 6–13).

Once a student becomes fluent with A–5, add the 6 cards. Once students become fluent with the A–6, add the 7s and so on to gradually build up to fluency for all the numbers.

How to Play: The dealer shuffles and deals the twenty cards (A–5) -or forty cards if two decks are used- to the two players face down.

Next, the two players then simultaneously say “Salute!” as they each hold a card to their foreheads in such a way that each can only see the opponent's card but not his/her own. Then, the dealer or judge, who can see both cards, announces the product of the two numbers. Each player quickly tries to figure out the missing factor on his or her card (held to the forehead) before his/her opponent. The player who announces the correct missing factor, first, wins both cards. The judge decides who wins the round if there is a question about who was first.

The winner of the game is the player who has more cards at the end.